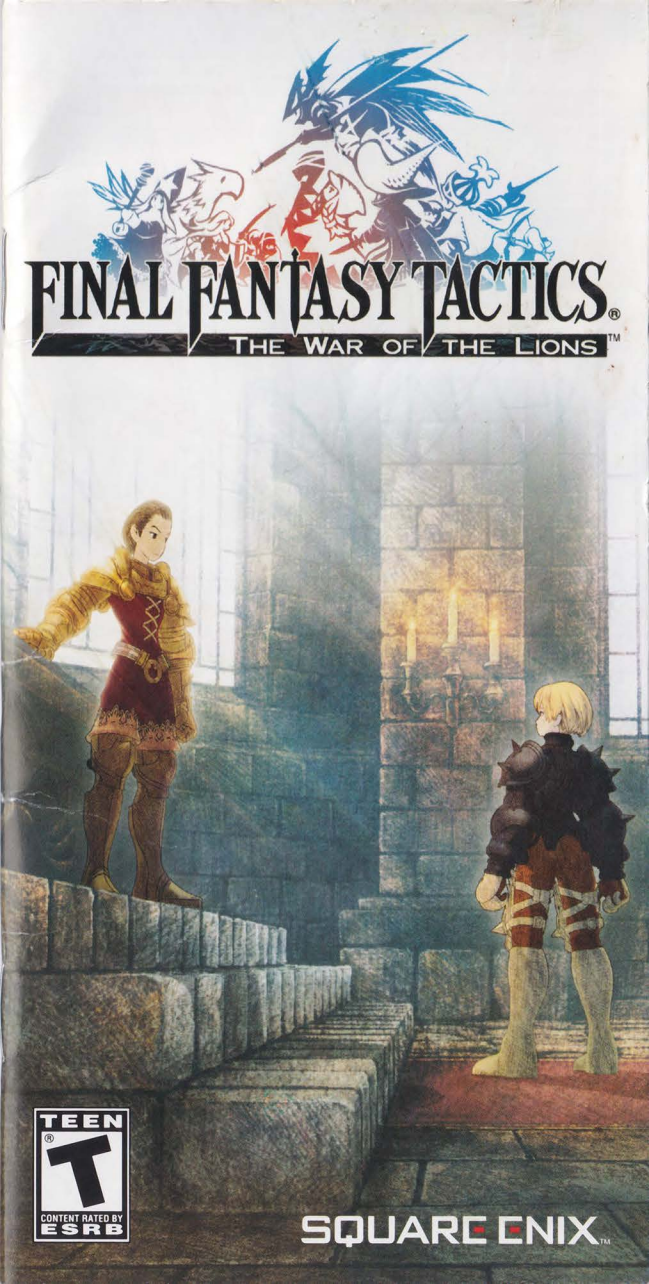
FINAL FANTASY TACTICS®

THE WAR OF THE LIONS™



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CONTENT RATED BY ESRB

SQUARE ENIX™

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

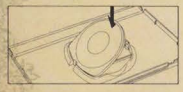
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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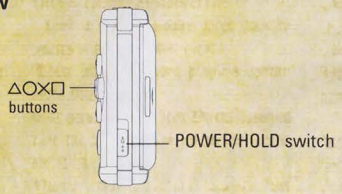
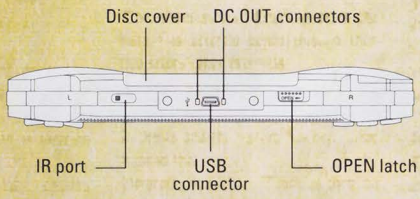
Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the FINAL FANTASY TACTICS®: THE WAR OF THE LIONS™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

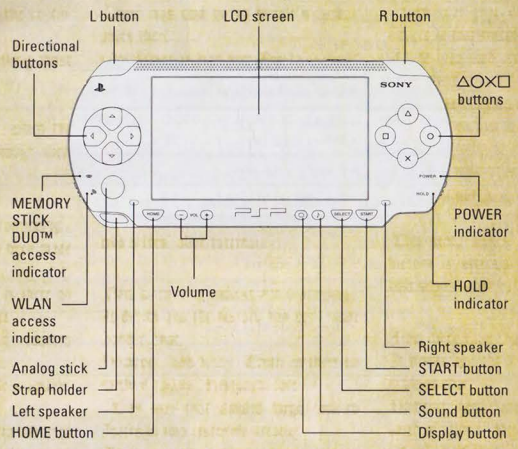
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Basic Controls

PSP® (PlayStation®Portable) system configuration



The following are the basic controls for FINAL FANTASY TACTICS: THE WAR OF THE LIONS. For a more detailed explanation of the specific controls used for a particular screen, please refer to the corresponding section of this manual.

Battlefield Controls

Directional buttons	• Move cursor • Scroll battlefield (while holding the ◎ button or viewing a unit's movement range)
Analog stick	• Rotate battlefield
⊗ button	• Confirm • Display Battle Menu for selected unit
◎ button	• Cancel • Display selected unit's movement range
△ button	• Open Battle Menu
□ button	• Highlight enemies and allies by color
R button	• Change camera angle
L button	• Zoom map in/out
SELECT button	• Display help
START button	• Return cursor to unit
HOME button	• Exit game

Basic Controls

World Map Controls

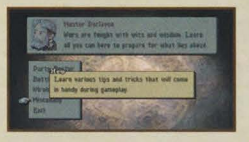
Directional buttons	• Move cursor • Scroll world map (while holding the ▣ button)
⊗ button	• Confirm • Move / Enter city
◯ button	• Cancel
△ button	• Open World Map Menu
R button	• Zoom map in/out
L button	• Zoom map in/out
SELECT button	• Display help
START button	• Open World Map Menu
HOME button	• Exit game

Party Roster Controls

Directional buttons	• Move cursor • Cycle through units
Analog stick	• Change displayed attribute
⊗ button	• View detailed unit information
◯ button	• Cancel • Return to world map
△ button	• Open Party Menu
▣ button	• Toggle status display on/off
R button	• Cycle through units
L button	• Cycle through units
SELECT button	• Display help
START button	• Open Party Menu
HOME button	• Exit game

Help

On most screens, pressing the SELECT button will allow you to view explanations of game terms, menu options, and other on-screen information.



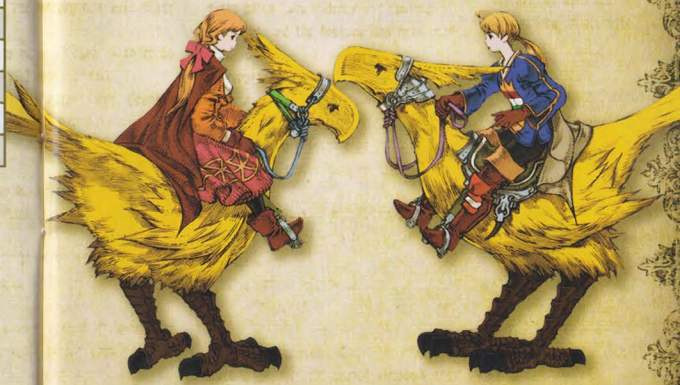
Story

The War of the Lions

Sustained by Lord and Light, the twin-headed lion reigns over the kingdom of Ivalice. A year has passed since the loss of the Fifty Years' War. The prince, though but two years of age, has ascended the throne, his father having been claimed by sudden malady. Too young to rule, the prince requires a regent, who would be king in all but name. The queen's brother, Duke Larg, had seemed the obvious choice for the regency. However, fearing the influence such an appointment would give the queen, the Council refused to back him. Instead, they appointed the king's younger cousin, Duke Goltanna, as regent.

Duke Goltanna and Duke Larg were both generals who had distinguished themselves during The Fifty Years' War. Duke Goltanna counts as ally the greater part of the aristocracy loyal to the Crown. However, the fallen nobility and free knights left in the aftermath of The Fifty Years' War have aligned themselves with Duke Larg.

With Duke Goltanna under the banner of the Black Lion, and Duke Larg under that of the White, the stage is set for what history would one day record as the War of the Lions.



Ramza Beoulve

"I have no wish to change the world."

The knight apprentice who takes center stage in this tale. He is the youngest son of the proud and storied House Beoulve, long famed for producing leaders of the Order of the Northern Sky, greatest of the Four Orders. Count Orlandeau and Elder Simon often remark on how closely Ramza resembles his father, Lord Barbaneth Beoulve, when he was yet in his youth.

The issue of his father's paramour, a baseborn woman of the Lugria family, Ramza often felt himself to be beneath his trueborn brothers. He believes that true justice lies not in fighting for one's self, but for others, and detests those who would sacrifice others to further their own ends, whatever the cause.

Delita Heiral

"'Tis your birth and faith that wrong you... not I."

Ramza's most trusted childhood friend and fellow knight apprentice at the Royal Military Akademy at Gariland. Born of a mere stablehand and his wife, Delita and his sister, Tietra, were taken in by House Beoulve when their parents succumbed to the Black Death. Through the influence of Ramza's father, the late Lord Barbaneth, Delita was admitted to the Akademy, a privilege ordinarily reserved for sons and daughters of the aristocracy. However, as a commoner among nobles, he has often felt out of place.

Alma Beoulve

"To live in an age so wondrous is a blessing— but to live in Ivalice, even more one."

Alma is Ramza's true younger sister—born of a different mother than the elder Beoulve siblings. She attends the Eagrose Preparatory Akademy, and her bright and cheerful demeanor charms all those around her. Since birth, Alma has spent almost her entire life within a monastery, only recently returning to live at the Beoulve manse. Because of their similarities—and closeness in age—she finds favor with Ramza over her other brothers.

CHARACTERS

Princess Ovelia Atkascha

"Would that I were born no princess."

Adopted daughter of King Ondoria Atkascha III, ruler of the kingdom of Ivalice. She formally joined House Atkascha on occasion of the death of the king's second son.

Though it is widely believed that she is the trueborn child of the late King Denamda IV, making her the half sister of Ondoria III, she is, in fact, not of the royal bloodline. The Council, which abhors the prospect of Queen Louveria ruling the kingdom, installed her in place of the true princess, who died long ago, so that she might succeed to the throne. Her true parentage is unknown.

Soon after Princess Ovelia entered the royal family, Queen Louveria gave birth to a third son, Prince Orinus Atkascha. The princess was then entrusted to the care of Duke Larg, who arranged for her to be fostered within the quiet sanctuary of Orbonne Monastery.

Agrias Oaks

"Have you no pride—no honor?"

A female knight serving in the Lionsguard, the Crown's personal shields. Rising tensions between Dukes Larg and Goltanna after the death of Ondoria III led to fears for the safety of Princess Ovelia, and the Council dispatched Lady Oaks to Orbonne Monastery as a guard. Her loyalty to the royal family is unwavering, as is her strong sense of moral clarity. Agrias sympathizes with Ovelia for having to live sequestered away from the rest of the kingdom.

Mustadio Bunansa

"I'm a machinist. Do you know the history of my trade?"

A young man who works in the mines of Goug, the Clockwork City. Mustadio is the son of Besrudio Bunansa—a brilliant machinist famed for the design of mechanical weaponry—and, alongside his father, he seeks to restore the countless relics of antiquity that slumber deep beneath the city. Young Mustadio has mastered the use of the "pistol," a device that can fire metallic projectiles at high speeds when packed with powder.

When the title screen is displayed, you will have the option of choosing New Game, Continue, or Tutorial.

New Game

Start a new game from the beginning. After viewing the introduction or pressing the START button, you will be asked to enter your character's name.

Enter a Name

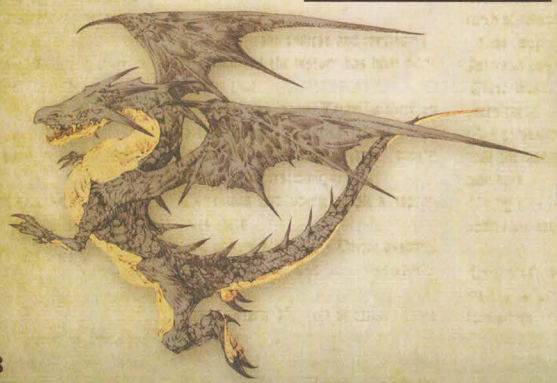
Enter a name for the main character. After entering a name of up to fourteen letters, select "END," then "Okay."

Name Entry Screen Controls

Directional buttons	Move cursor
L button, R button	Move name input cursor
⊗ button	Enter letter
▣ button, △ button	Delete letter
START button, ◉ button	Accept name

Enter a Birthday

Enter the main character's date of birth to begin the game.



Continue

Continue playing a previously saved game.

Tutorial

View detailed explanations on the various aspects of the game. This is highly recommended for first-time players.

Tutorial Menu

Party Roster	Learn about the Party Roster (p. 22).
Battle	Learn about battle (p. 12).
Wireless Play	Learn about multiplayer wireless battles (p. 32).
Miscellany	Learn about various aspects of the game, ranging from detailed combat rules to city establishments (p. 28).

Saving Your Progress

Choose "Data" and then "Save" from the World Map Menu (p. 21) to save your progress. You will also have the opportunity to save after certain battles. In order to save, you will need at least 512 KB of free space on a Memory Stick Duo™ or Memory Stick PRO Duo™.

Playing the Game

As the game progresses, you will travel throughout the kingdom of Ivalice, visiting various locations and fighting battles.

World Map (p. 20)

As you move between locations on the world map, you will sometimes face battle or be shown event scenes.

Party Roster (p. 22)

Choose "Party Roster" from the World Map Menu (p. 20) to organize your party and prepare for battle.

Battle (p. 11)

Lead your units into battle. A battle is won by meeting the objective shown beforehand.

In Town (p. 28)

When in town, you can visit taverns, outfitters, warriors' guilds, and poachers' dens.

Battle

During battle, you can control the main character and the units under his command. Your first task will be to choose which of these units to send into the fray.

Starting the Battle

When a battle is encountered on the world map, you will be taken to the squad formation screen. The number of units you can place on the field will vary from battle to battle. In some cases, you will be required to form two squads of units.

Squad Formation

Select units from your party and place them on the available tiles. Press the START button when you have finished positioning your troops.

Currently selected unit and key attributes (p. 23)

Maximum number of squad members and remaining positions

Tile

Units can be placed on the raised tiles.

Squad Formation Screen Controls

Directional buttons	Move cursor
START button	Confirm squad
L button, R button	Cycle through units
⊗ button	Place, swap, or remove currently selected unit
△ button	Jump to unit on currently selected tile
□ button	Display selected unit's status screen

Once you have chosen your squad members, they will move to the battlefield.

The Art of War

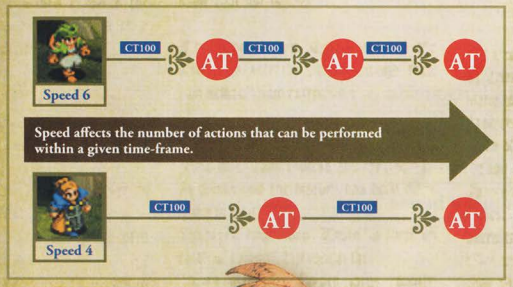
Fulfill the objective displayed at the beginning of the battle to claim victory for your squad. If you fail to meet the objective, the main character dies, or all your units are either petrified or KO'd, the game will end and you will be returned to the title screen.

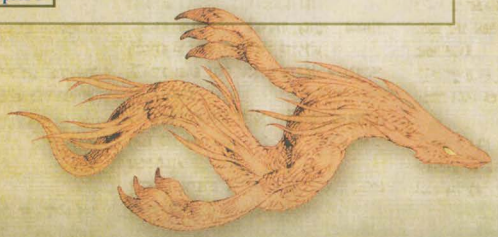
At Battle's End

When the battle is won, you will be rewarded with money (gil) and items, and all of your units' HP and MP will be restored.

The CT Gauge and Actions

A unit's CT (Charge Time) gauge must fill before that unit can act. Turn order is determined by the order in which units' CT gauges reach 100, with an "AT" icon appearing next to the unit who currently has the active turn. A higher Speed attribute (p. 23) causes a unit's CT gauge to fill at a faster rate, allowing that unit to perform more actions than slower units.





Turns

When a unit's turn comes around, you will be able to control the unit's actions.

1. Turn Begins

At the beginning of a unit's turn, the Battle Menu (p. 15) and the unit's status panel (p. 23) are displayed.

AT icon
This icon is displayed above the unit with the active turn.

Turn order / Total units

2. Issue Orders (p. 16)

You can then select "Move," "Act," or "Wait" from the Battle Menu. During the course of one turn, it is possible to Move once and Act once, in whichever order you choose.

Move

Move to a different position on the battlefield.

Act

Attack enemy units or use abilities.

Wait

End turn without taking any further actions.

3. Choose Facing

After both moving and acting, or after choosing the Wait command, you will be prompted to decide the unit's facing. A unit's chance to evade attacks depends on the direction from which an attack comes, so always attempt to position your squad members in such a way that the enemy must attack them head-on.

Effect of Actions on CT

The commands you give a unit during its turn will affect its subsequent CT gauge value. Units that take fewer actions will find their turn coming around faster than units that perform all available actions.

Both Move and Act used	CT drops to 0
Move, then Wait	CT drops to 20
Act, then Wait	CT drops to 20
Wait only	CT drops to 40

The Battlefield

Battlefields are made up of various types of terrain. It is important to take the terrain types into consideration when maneuvering your units in battle.

Movement range

Selecting a unit and pressing the ○ button will display that unit's possible range of movement in blue.

Status panel (p. 23)

Units labeled with "Guest" in the upper left corner will move and act automatically during the battle. "Enemy" denotes hostile units.

Tile height

The distance above ground level. A number representing depth is also shown for water tiles.

The Battle Info Menu

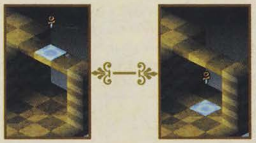
Pressing the △ button will open a menu that allows you to view information about all units on the battlefield, as well as adjust various game settings.

Turn List

Selecting "Turn List" from the menu allows you to view the upcoming turn order of every unit involved in the battle. Certain conditions can change the order, so be sure to check the list frequently and carefully.

Bridges and Movement

When a tile exists at the same coordinates both on and under a bridge, the cursor will automatically toggle back and forth between the two when placed at that position.



Unit List

Selecting "Unit List" from the menu allows you to view the status of all units, and is navigated in essentially the same way as the Party Roster (p. 22). However, the following menu will be displayed when pressing the START button or △ button.

Unit List Menu

Sort Units	Sort units according to the selected value.
Find Unit	Return to the battlefield, jumping to the selected unit.

Options

Selecting "Options" from the menu allows you to adjust various game settings (p. 21).

The Battle Menu

When a unit's turn has come around, press the ✕ button to display the Battle Menu. You will then be able to issue commands and check that unit's status. The menu options available may vary depending on the unit's status.

Move (p. 16)	Move the unit to a different location.
Act (p. 17)	Attack or use abilities.
Wait (p. 17)	Choose a facing and end turn.
Status (p. 22)	View the unit's status.
AI	Set an AI pattern to govern the unit's actions.

AI Settings

Manual	Control the unit yourself.
Berserker	Attack selected enemy.
Defender	Support selected ally.
Healer	Heal wounded allies.
Coward	Attempt to flee to safety.

Earning EXP/JP and Gaining Levels

Successful actions will earn a unit EXP (Experience Points) and JP (Job Points). After earning a certain amount of EXP, a unit will gain a level (p. 23), and receive a corresponding increase in attributes. Earning JP will allow a unit to gain job levels and possibly gain access to new jobs (p. 26).

❊ Whenever a unit earns JP, the other units participating in the battle will also earn a small amount of JP towards that unit's job.

Commands

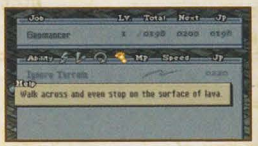
The unit with the "AT" icon displayed above its head can be ordered to move, perform an action, or wait.

Move

When you choose "Move" from the Battle Menu, the tiles to which a unit can move will be highlighted in blue. Select the tile to which you wish to move the unit and press the ⊗ button to move there.

A unit's movement range is determined by terrain, weather, and the unit's Move and Jump attributes.

Special Tiles



On the battlefield, you will encounter certain tiles to which your units cannot be moved, such as lava or deep water. To move to these tiles, units must be assigned certain special abilities (p. 25).

Some tiles may also contain hidden traps, or even conceal items.

Traps and Hidden Items

When a unit moves onto a trapped tile, an effect (such as Sleep) will be activated. However, a unit with the Treasure Hunter ability can bypass traps to obtain the items hidden on trapped panels. Not all trapped tiles contain hidden items, though, and moving back to a trapped tile after obtaining its item will spring the trap, even for units with the Treasure Hunter ability.

Mounting Chocobos and Picking up Items

When a chocobo is present in your squad, a unit can mount the animal by moving to the tile it occupies. It is also possible to pick up crystals and treasure chests (p. 19) by moving to the tiles they occupy.

Act

Choose "Act" from the Battle Menu to attack or use combat abilities.

Attacking

Tiles in attack range are highlighted in red once you select "Attack." Use the cursor to select the tile you wish to target.

Using Abilities

Each job has its own unique abilities. Choose the ability you wish to use, and then select a target. Abilities must be learned via the Abilities screen of the Party Roster (p. 25) before they can be used.

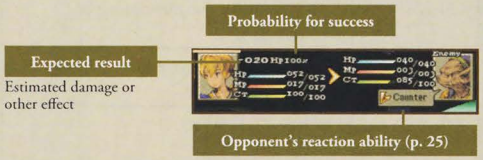
Certain abilities require time to execute. You can check when an ability will be executed in the turn list by pressing the left or right directional button while selecting an ability.

Wait

Selecting "Wait" allows you to choose which direction the unit should remain facing and end its turn without further movement or action.

Result Predictions

When selecting a target for an attack or ability, the expected result will be displayed along with the probability for success.



Status Ailments

A variety of status ailments can be inflicted on your squad members. Check the help text (p. 4) for hints on how to cure these afflictions.

Status ailments can restrict a unit's actions, and, under certain circumstances, even result in the afflicted unit being removed from the party at the end of the battle.

Poison	Gradually drains HP.
Sleep	Puts unit to sleep, preventing all actions.
Silence	Prevents use of magicks.
Blind	Reduces accuracy of physical attacks.
Confuse	Cannot issue commands; unit attacks enemies and allies alike.
Charm	Cannot issue commands; unit attacks allies.
Berserk	Boosts Attack, but cannot issue commands; unit attacks enemies.
Doom	Displays countdown, reduced by 1 each turn; unit is KO'd when count reaches 0.
Immobilize	Prevents movement.
Disable	Prevents actions.
Stone	Turns unit to stone, preventing all actions.
Oil	Causes weakness to fire.
Toad	Lowers attributes; unit can only use "Attack" or the black magick "Toad."
Chicken	Causes unit to flee, not participating in the battle.
Undead	Causes healing items and magicks to damage the unit.
KO	HP is 0; unit cannot act.

Defeated Units

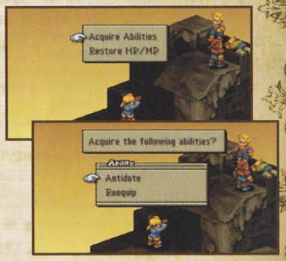
A number will be displayed above a unit that has been KO'd, and this number will decrease every time that unit's turn comes around. On the turn after this number reaches zero, the unit will disappear and be replaced by a treasure chest or a crystal. The defeated unit will then be removed from your party. The game ends if this happens to the main character.

Defeated enemy units will also be replaced by treasure chests or crystals.

Treasure Chests

You can obtain the item inside a treasure chest by moving a unit onto the same tile as the chest.

Crystals



Upon moving into the same tile as a crystal, you will usually be given two options: acquire the abilities of the fallen unit, or recover HP and MP. Some crystals only give the option to recover HP and MP.

Desertion

Units that end the battle as chickens will be removed from your party. Units will also leave the party if their Bravery (p. 23) drops too low, inducing cowardice, or their Faith grows too strong, leading them to a more spiritual calling.

On the world map, you can move your party to new lands and locations.

You will also have access to various establishments when you enter a town or city (p. 28).

A View of the World

To enter a town and gain access to its shops and guilds, first move your party to the location you wish to visit, and then select its icon and press the ⊗ button.

Date

A full day will pass every time you move your party to the next point on the map.

Present location

Current gil

City Establishments

Tavern (p. 28)	Hear rumors and gossip, complete errands to earn gil, or participate in Wireless Play (p. 32).
Outfitter (p. 29)	Buy and sell items.
Warriors' Guild (p. 30)	Hire new units for your party, or change the names of your monsters.
Poachers' Den (p. 31)	This store only becomes accessible after you have progressed past a certain point in the game. In addition to selling standard items at half price, poachers' dens also allow the opportunity to purchase rare equipment.

Moving on the Map

Move around the map by selecting the location you wish to visit and pressing the ⊗ button.

Location Types

	Town, castle, or fortress.
	Story destination. Moving here will result in a battle or scene that advances the plot.
	Moving to these locations will occasionally result in battles.

World Map Menu

Press the START button or △ button to open the following menu:

Move	Move to the selected location.
Party Roster	Adjust the setup of your units (p. 22).
Chronicle	Review information about the events that have occurred and the characters that you have encountered.
Tutorial	Access the in-game tutorial (p. 9).
Data	Save, load, or delete game data.
Options	Adjust various game settings.

Selecting "Options" will open the following submenu:

Cursor Movement	Set the control scheme for the battlefield cursor.
Cursor Repeat Rate	Set the repeat rate for the battlefield cursor when a directional button is held.
Multi-height Toggle Rate	Set the rate at which the cursor will toggle between the upper and lower tiles when on a bridge (p. 14).
Menu Cursor Speed	Set the length of the delay before menu cursor movement repeats when a directional button is held.
Message Speed	Set the speed at which messages should be displayed.
Battle Prompts	Set whether or not to display explanatory messages during battle.
Display Ability Names	Set whether or not to display ability names during battle.
Display Effect Messages	Set whether or not to display messages describing ability effects during battle.
Display Earned EXP/JP	Set whether or not to display the amount of EXP and JP earned by units in battle.
Target Colors	Set whether or not to highlight enemy and ally units in different colors during battle.
Display Unequippable Items	Set whether or not unequippable items should be shown in the list when selecting equipment for a unit (p. 24).
Optimize on Job Change	Set whether units' equipment should be re-optimized when they change jobs.
Restore Default Settings	Restore all options to their default settings by selecting "Defaults."

Party Roster

Overview

Access the Party Roster from the World Map Menu (p. 21) to view your party's statistics, and manage your units.

The Party Roster Screen

Basic information for the currently selected unit is displayed at the bottom of the screen. Press the ⊗ button to view a unit's status in greater detail. Pressing the START button or △ button while on the Party Roster screen will open the Party Menu (p. 24), from which you can modify the selected unit's setup.

Attributes to display

You can toggle the attributes displayed beneath your units by pressing left or right on the analog stick.

Basic status

Viewing Unit Status

Press the ⊗ button to view the status of the currently selected unit.

Basic Status Panel

Lv.	The unit's level. Increases for each 100 EXP gained, resulting in an increase in other attributes.
EXP	Experience points. Obtained by successfully attacking or using abilities.
HP	Hit points. Reduced when the unit is attacked. If HP is reduced to 0, the unit is KO'd.
MP	Magick points. Used to cast spells, and damaged by certain attacks.
CT	Charge time. A unit can take a turn when CT reaches 100.
Ally/Enemy Indicator	● (a blue dot) indicates an ally. ● (a red dot) indicates an enemy.
Zodiac Sign	Compatibility between signs affects the amount of damage two units deal to one another. See the in-game help (p. 4) for more information.
Bravery	Affects the amount of damage dealt by the unit's physical attacks. A unit is turned into a chicken (p. 18) if Bravery drops to 10 or below.
Faith	Affects the strength of magick cast by or on the unit.

Attribute Panel

Move	The maximum distance the unit can move per turn.
Jump	The unit's maximum jumping distance.
Speed	The rate at which the unit's CT gauge refills.
R/L	The Attack and Weapon Block Rates for the weapons in the unit's right and left hands, respectively.
ATK	The unit's Attack (top) and Magick (bottom) attributes.
C-EV	The unit's physical (top) and magickal (bottom) Evasion attributes.
S-EV	The physical (top) and magickal (bottom) Evasion rates for the unit's shield.
A-EV	The physical (top) and magickal (bottom) Evasion rates for the unit's accessory.

Monster Eggs

If you have one or more monsters in your party, they will occasionally lay eggs. These eggs will be added to the Party Roster, and when an egg hatches, a new monster will join your ranks.

Five options are displayed in the Party Menu that allow you to modify the setup of your units.

1. Equipment

You can change your equipment or check your inventory from this screen.

Equip

Choose the piece of equipment you wish to change and press the ⊗ button to display a list of items available for that slot. Items that can be equipped appear in black.

Equipping Items

	Right Hand	Equip a weapon to boost Attack or a shield to boost Evasion.
	Left Hand	Equip a weapon to boost Attack or a shield to boost Evasion.
	Head	Equip headwear to boost HP.
	Body	Equip armor to boost HP.
	Accessory	Equip an accessory for various special effects, such an increased Move attribute (p. 23).

Optimize

You can select "Optimize" to automatically equip units with the strongest available items in the party's inventory. These items will be chosen according to their numerical attributes, without regard to any additional properties they may possess.

Remove

Select "Remove" to remove equipped items from the unit.

View List

This command allows you to reorder, discard, unequip, sort, and find items in your inventory. Select one item and then another item to swap their positions in the list. Selecting an item and pressing the ⊗ button a second time will open a menu allowing you to discard, unequip, or sort items. You can also press the △ button to display which units are equipping the currently selected item.

2. Abilities

Each job (p. 26) has a unique set of abilities that can be learned by spending JP (p. 27). By using the "Assign" command, you can assign known abilities to a unit even if its job is no longer the one from which those abilities were learned. To learn or assign abilities, select "Abilities" from the Party Menu.

Ability Types

	Action Abilities	Combat abilities. The unit's job ability appears in the top slot; the second slot may be assigned any action ability the unit has learned.
	Reaction Abilities	Abilities activated when the unit is attacked.
	Support Abilities	Abilities that provide the unit with boosted attributes, the ability to equip more items, or other similar enhancements.
	Movement Abilities	Abilities that affect the unit's method or range of movement.

Assign

Use this command to assign abilities. Choose the type of ability you wish to assign, and then select the desired ability.

Remove

Use this command to remove abilities that have been assigned previously.

Learn

A unit can learn new abilities by spending JP. First select "Learn," and then the job which has the ability you wish to learn. Available abilities will be displayed in bold.

3. Job

Choose "Job" from the Party Menu to change the selected unit's job. Each job has abilities that units can learn (p. 25) by spending Job Points (JP). A unit's job also determines the equipment it can use.

Job Levels and Prerequisites

When a unit has accumulated enough JP in its job, its job level will increase. Reaching higher job levels unlocks new jobs. Some jobs require that a unit has acquired certain levels in multiple other jobs.

Changing Jobs

Choose "Job" from the Party Menu to open the job selection screen.

Currently selected unit

Press the L button or R button to cycle through your units.

Currently selected job

Available job

Jobs available to the unit are illuminated.

4. Dismiss

Select "Dismiss" to remove characters that are no longer useful to the party. Be careful when using this command, as dismissed units will not return.

5. Sort Units

Sort the Party Roster by selected criteria.

Viewing Job Information

Press the ⊗ button while viewing the Status screen (p. 22) for a unit to display a list of the jobs available to that unit.

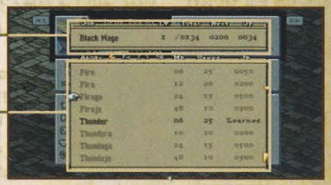
Lv.	Current job level.
Total	Total number of JP earned towards selected job.
Next	Number of JP required for next job level.
JP	Number of JP available for learning abilities (p. 25). Using JP to learn abilities will not decrease the total JP for the selected job.

Viewing Ability Information

Press the ⊗ button while viewing job information to display a list of the abilities for the selected job. Abilities that appear in black have been learned, while abilities yet to be learned are shown in gray.

Job

Abilities



MP	The number of MP required to use the ability.
Speed	The amount of time required to use the ability (p. 17).
JP	The amount of JP required to learn the ability.

Once in a town or city, you will have access to establishments such as taverns, outfitters, and warriors' guilds, each of which provides different services.

Taverns

In a tavern, you can pick up potentially useful rumors, take on errands, or use the PSP® Ad Hoc Mode to challenge, or team up with, another player.

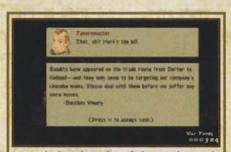
Rumors

Listen to gossip and rumors from across the kingdom.

Errands

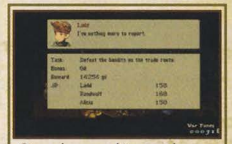
The option to send your units on treasure-hunting expeditions and other profit-making ventures will become available as you progress through the game. After an errand has been completed, you can return to the tavern to hear a report of the results and allow the units to rejoin your party. Some errands require fees for participation.

Select the errand you wish to accept.



Read the details of the task, and then press the ⊗ button.

Select the units you wish to send on the errand. The results of the errand will vary depending on the jobs and levels of the units you send, and the selected units will be removed from your party for the duration of the errand.



Once the errand is complete, the units will be waiting to give a report of the results the next time you visit the tavern. You can see which errands are currently underway in the Chronicle, accessible via the World Map Menu.

Melee and Rendezvous (p. 32 – 37)
Using Ad Hoc Mode, you can face off against another player in melee, or work together to complete a mission by selecting "Rendezvous."

Outfitters

You can buy and sell items at an outfitter.

Buying Items

After selecting an item you wish to buy, use the directional buttons to choose the quantity, and then press the ⊗ button.

Available items vary from town to town, and change as the story progresses.

Item name and price

You can check which units can equip a selected item by pressing the △ button.

Number currently equipped by units / Total number owned

Current gil

Selling Items

After selecting an item you wish to sell, use the directional buttons to adjust the quantity, and then press the ⊗ button.

Number currently equipped by units / Total number owned

Selling price

Fitting

Selecting "Fitting" at an outfitter will allow you to try on items in order to see how equipping them would change a unit's attributes. Items being tried on will appear in red.

Fitting Room Menu

Try On	Select a location, and then select an available item from the list to try it on.
Optimize	Equip the unit with the best combination of items from your inventory and that of the outfitter.
Put Back	Remove an item that is being tried on.
Sell	Select an item equipped by the unit to sell it.
Done	Leave the fitting room. You will be presented with the option of purchasing or returning all items being tried on.

Warriors' Guilds

At a warriors' guild, you can spend gil to hire new units for your party. You can also change the names of any monsters in your party.

Male Soldier

Hire a new male recruit.

Select "Male Soldier" to be presented with the status screen for a unit, then press the △ button, ○ button, ✕ button, or □ button.

A confirmation screen will then appear. You have the option of selecting either "Hire," "Don't Hire," or "View Info" to check the unit's status screen again.

Selecting "Hire" will open a name entry screen. Name your new recruit using the method explained on page 8.

Lastly, a confirmation screen with the hiring fee of the new unit will be displayed. Choose "Yes" or "No," or "Change Name" for another chance to name the unit.

Female Soldier

The process for hiring female units is the same as that for hiring male units.

Change Name

Select a monster from your party to change its name.

Poachers' Dens

As you progress in the game, poachers' dens will become accessible in certain towns and cities. Normal items here are sold at half price, and they also provide access to rare and wondrous items.

Entering the Den

You can only enter a poachers' den if a unit assigned the thief (p. 40) support ability "Poach" is present in your party.

The Profits of Poaching

The variety and quantity of items available in poachers' dens will vary depending on the type and number of monsters you have hunted using the Poach ability.

When a unit assigned the Poach ability defeats a monster, the monster will be poached.

As you poach more monsters, the inventory available at poachers' dens will be expanded. The increased stock will sometimes include rare items.

Monsters cannot be poached during wireless play (p. 32). During wireless play, monsters defeated by units with the Poach ability will simply disappear from the battlefield.

Melee

Choose "Melee" while at a tavern to battle another player using Ad Hoc Mode. You can earn valuable items by participating in these battles.

You will need two PSP® systems and two FINAL FANTASY TACTICS: THE WAR OF THE LIONS UMD™s to use Ad Hoc Mode. If the connection is interrupted during play, there is a chance that your progress will be lost, so be sure to save your game before starting wireless play.

Melee Battles

Your forces appear in blue, and your opponent's in red, with the victor receiving the greater reward.

Basic Rules

Defeated Units	KO'd units are not permanently removed from your party when the KO counter reaches zero. They are only removed from the battlefield. Units defeated in this manner will return to your Party Roster after the battle.
Victory	When all the units of one side are KO'd or removed from the battlefield, the side with units remaining will be declared the victor. In the case where the battle exceeds the preset limit on actions (p. 33), victory goes to the side with the highest number of units remaining at that time.
Invisible	Invisible units will appear to be transparent, and their attacks will never miss. They will still be susceptible to attacks, however.
Poach	Monsters defeated by units with the Poach ability will be removed from the battlefield instead of being KO'd.
Entice	Units brought over to your side by means of the Entice ability will act on their own and cannot be given commands.

After the Battle

A player's units will retain all JP, job levels, and items obtained during wireless play. However, items used during wireless play are returned to the player's inventory, and status effects revert to their pre-battle state.

Starting a Melee Battle

After paying the fee, select "Host Melee Battle" to become the hosting player, or "Join Melee Battle" to join a battle hosted by another player, and then wait for your opponent to appear.

If an opponent cannot be found, you will be returned to the menu, and your gil will be refunded.

Rules of Engagement

Once an opponent is found, the hosting player can set the rules of the battle. The visiting player must wait until this process is complete.

Map Selection	Select either random or manual map selection.
Time Limit	Place a limit on the amount of time available for deciding units' actions. Once this time is gone, you will have only 15 seconds to complete each unit's turn before it defaults to "Wait."
Action Limit	Place a limit on the number of unit actions per battle.
Special Controls	Turn special controls (p. 35) on or off.
Trap Placement	Select the method for laying traps, or "None" to set no traps.
Number of Traps	Set the number of traps to be placed on the battlefield.
Arithmeticks	Choose whether or not to allow use of the Arithmeticks ability.
Restore Default Settings	Choose "Defaults" to reset all options to their default values.

Map Selection

If manual map selection was selected, the hosting player will be able to select the location for the battle. Maps can only be chosen from locations which the player has already visited.

Squad Formation

Once the visiting player has confirmed the map location, both players can assemble their squads (p. 11), just as they would before a single-player battle.

Trap Placement

Selecting "Manual" for this option allows each player to lay the chosen number of traps.

Controls for Trap Placement

Directional buttons	Move cursor.
L button, R button	Select trap type.
⊗ button	Place trap.
△ button	Lay trap randomly.
□ button	Show tiles where traps can be placed.

Moving a unit onto a tile containing a trap you placed will not activate the trap. However, it is possible for both players to lay traps on the same tile.

Beginning the Battle

The battle will begin once all traps have been set. A "Communicating..." message will be shown as the other player inputs commands for his or her units, and you must wait for you own units' turns before you can input commands for them.

Number of actions taken / Action limit
Squad color
Your units are displayed as "Blue," and your opponent's units are displayed as "Red".
Blue
Time remaining to you
Time remaining to opponent

Quitting

Either player can quit and return to the tavern during wireless play by selecting "Quit" from the Battle Info Menu (p.14).

Spoils

After the battle, you will be allowed to choose a certain number of treasure chests depending on the outcome.

Special Controls

Turning on the Special Controls option allows the use of various extra controls during battle.

Knockback

Pressing the ⊗ button just before landing a hit with the Attack command will knock the enemy unit back one tile. For a unit using the Dual Wield ability, the ⊗ button must be pressed just before the second attack lands.

If the First Strike reaction ability activates for the enemy unit, it will not be knocked back.

Locking Weapons

The icon displayed in the image to the right will appear when the probability of hitting an enemy with the Attack command is close to 50%, signifying that the units have locked weapons. Both players must repeatedly press the ⊗ button to determine the outcome.

If the attacking unit gains the upper hand (i.e., presses the ⊗ button more times), its attack will automatically hit and knock the defending unit back one tile. Should the defending unit win the struggle, it will evade the attack and respond with a Counter Tackle (p. 38).

Weapons will only become locked if the units are in neighboring tiles. For units using Dual Wield, this effect will only occur on the first attack.

Disarming Traps

If you move a unit onto a tile containing a trap, you will have the chance to disarm the trap. A row of button icons will be displayed that you must match with your own button presses. If you manage to press the correct buttons in the correct order within the time limit, the trap will be disarmed. Any mistake will immediately set off the trap.

Cooperative Play

Choose "Rendezvous" while at a tavern (p. 28) to begin a cooperative two-player battle mission using Ad Hoc Mode.

Rules of Battle

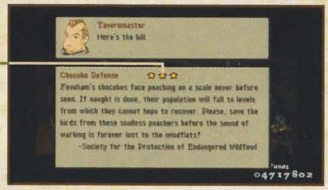
Battles proceed largely as they do in single-player mode. Satisfy the objective shown before the battle to win. The better your performance, the greater the reward. Friendly units will not be permanently slain, but if KO counters for enemy units reach 0, they will transform into treasure chests or crystals.

Rendezvous Missions

There are various cooperative battle missions, each with their own objective. You can attempt each mission as many times as you like.

Current record

The results for each mission will be evaluated on a scale of one to five stars.


Tavernmaster
Here's the bill
Chocobo Defense
Fenoham's chocobos face poaching on a scale never before seen. If naught is done, their population will fall to levels from which they cannot hope to recover. Please, save the birds from these soulless poachers before the sound of warking is forever lost to the windflats!
-Society for the Protecting of Endangered Wildfowl
Funds
0471802

After the Battle

A player's units will retain all JP earned, job levels gained, abilities learned from enemy crystals, and items obtained during wireless play. However, items used during the battle are returned to each player's inventory and status effects revert to their pre-battle state.

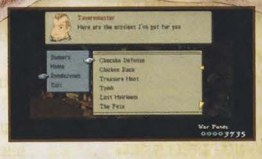
Starting a Mission

After selecting "Rendezvous," the following options will be displayed:

Start Mission	Elect to host the battle or join another player's battle, then search for a partner and begin the mission.
View Available Missions	View the currently available missions.

Choose a Mission

Once a partner has been found, this screen will appear to the hosting player. Select a mission to read its explanation, and then select "Okay."



If no partner can be found, you will be returned to the tavern menu.

Squad Formation (p. 11)

Both the hosting and guest player will then be able to assemble their squads.

In battle, friendly units will be displayed in blue, and enemy units in red.

Beginning the Battle

Just as in single-player battles, the objective will appear at the start of the battle. Coordinate with your partner while controlling your own units to complete the objective and win the battle. You can exit the battle at any time (p. 34) by selecting "Quit" from the Battle Info Menu (p. 14).

Spoils

Once the objective has been met, you will be rewarded with a number of treasure chests just as in a melee battle (p. 33). The number you receive depends on the evaluation of your performance.

If the objective is not met, the mission will be counted as a failure, the Game Over screen will appear, and then you will return to the tavern.

These are the primary jobs available to units in the game. Certain characters may also be able to use jobs that are not listed here.

Abilities in **black** are action abilities.
Abilities in **red** are reaction abilities.
Abilities in **green** are support abilities.
Abilities in **blue** are movement abilities.

Squire

Weapons Allowed	Knife, sword, flail, axe

Would-be warriors training to become heroes.

Fundaments	Employ basic battle skills, such as stone-throwing, and focusing one's power.
Counter Tackle	Counter enemy attacks with a tackle.
Equip Axes	Equip axes even if not normally permitted.
Beastmaster	Increase the abilities of monsters in neighboring tiles.
Defend	Decrease enemy's hit probability by half.
JP Boost	Increase earned JP by 50%.
Move +1	Increase movement range by 1.

Chemist

Weapons Allowed	Knife, gun

Warriors skilled at using tinctures and potions.

Items	Use various items in battle.
Auto-Potion	Automatically use potions when injured.
Throw Items	Throw items to units across the battlefield.
Safeguard	Prevent equipped items from being rent or stolen.
Reequip	Change equipment in the middle of battle.
Treasure Hunter	Evade traps and discover hidden items on the battlefield.

Knight

Weapons Allowed	Sword, knight's sword

Warriors who are strong of arm and pure of spirit.

Arts of War	Destroy the enemy's equipment, or deal damage to attributes.
Parry	Use weapon to block enemy attacks.
Equip Heavy Armor	Equip heavy armor even if not normally permitted.
Equip Shields	Equip shields even if not normally permitted.
Equip Swords	Equip swords even if not normally permitted.

Archer

Weapons Allowed	Bow, crossbow

Warriors who use hawk-like vision for ranged attacks.

Aim	Carefully focus before loosing an attack to increase its damage.
Adrenaline Rush	Receive a boost to Speed when attacked.
Archer's Bane	Evade arrows.
Equip Crossbows	Equip crossbows even if not normally permitted.
Concentration	Always hit when using the Attack command.
Jump +1	Increase maximum jumping distance by 1.

Monk

Weapons Allowed	None

Martial artists who push body and mind to the limit.

Martial Arts	Attack with fists, or focus spiritual energy to heal damage.
Critical: Recover HP	Fully recover HP if reduced to critical status.
Counter	Counter enemy attacks.
First Strike	Strike attacker before even being attacked.
Brawler	Increase damage dealt by barehanded attacks.
Lifefont	Recover HP by moving.

White Mage

Weapons Allowed	Staff

Mages wise in the ways of healing.

White Magicks	Cast magicks to restore HP or remove status ailments.
Regenerate	Cast Regen when attacked.
Arcane Defense	Reduce damage received from magicks.

Black Mage

Weapons Allowed	Rod

Mages skilled in the destructive arts.

Black Magicks	Cast magicks evoking elements such as ice and flame to deal damage.
Magick Counter	Counter magick attacks with the same magick.
Arcane Strength	Increase damage dealt by magicks.

Time Mage

Weapons Allowed	Staff

Mages who manipulate time and space.

Time Magicks	Cast magicks that change the flow of time.
Critical: Quick	Set CT gauge to 100 if reduced to critical status.
Mana Shield	Lose MP instead of HP when attacked.
Swiftness	Reduce the charge time of abilities by half.
Teleport	Move to tiles beyond normal movement range.
Levitate	Float in the air, as if affected by the time magick Float.

Summoner

Weapons Allowed	Staff, rod

Mages who call espers to do their bidding.

Summon	Summon espers and make use of their powers.
Critical: Recover MP	Fully recover MP if reduced to critical status.
Halve MP	Reduce the MP cost of magicks by half.

Thief

Weapons Allowed	Knife

Rogues both light of foot and quick of finger.

Steal	Steal the enemy's equipment, gil, EXP, or allegiance.
Vigilance	Defend automatically when attacked.
Gil Snapper	Steal gil from the enemy when attacked.
Sticky Fingers	Intercept and catch items thrown by the enemy.
Poach	Poach enemies defeated by means of the "Attack" command.
Move +2	Increase movement range by 2.
Jump +2	Increase maximum jumping distance by 2.

Orator

Weapons Allowed	Knife, gun

Warriors who wage war with words, swaying enemies' feelings or even their loyalties.

Speechcraft	Use verbal skills to affect enemy attributes or inflict various status effects.
Earplug	Ignore enemy speechcraft.
Equip Guns	Equip guns even if not normally permitted.
Tame	Turn critically wounded enemy monsters into allies.
Beast Tongue	Gain the ability to use speechcraft against monsters.

Mystic

Weapons Allowed	Staff, rod, book, pole

Warriors who manipulate the mystic weave to inflict harm on both body and mind.

Mystic Arts	Utilize arcane powers to inflict status ailments or absorb energy.
Absorb MP	When hit by magick, recover MP equal to its casting cost.
Defense Boost	Reduce damage received from physical attacks.
Ignore Weather	Avoid penalties for weather when moving.
Manafont	Recover MP by moving.

Geomancer

Weapons Allowed	Sword, axe

Unique warriors who use the land itself as a weapon.

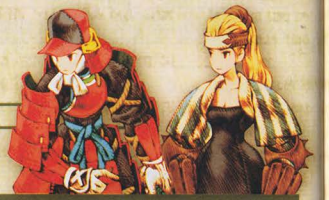
Geomancy	Attack enemies with natural features of the land.
Nature's Wrath	Counter enemy attacks with geomancy.
Attack Boost	Increase damage dealt by physical attacks.
Ignore Terrain	Avoid penalties for terrain type when moving.
Lavawalking	Gain the ability to move and act on lava.

Dragoon

Weapons Allowed	Polearm

Warriors who fight with skills derived from the ways of the wyvern.

Jump	Jump into the air and attack enemies from above.
Dragonheart	Revive automatically when attacked and KO'd.
Equip Polearms	Equip polearms even if not normally permitted.
Ignore Elevation	Avoid penalties for moving between tiles of different height.



Samurai

Weapons Allowed	Katana

Masters of warfare who seek perfection in swordplay to sharpen the mind.

Iaido	Unleash the power contained within unequipped katana. At times, the katana may be destroyed in the process.
Bonecrusher	Deal damage to enemy equal to the samurai's maximum HP if reduced to critical status.
Shirahadori	Evade enemy attacks.
Equip Katana	Equip katana even if not normally permitted.
Doublehand	Hold a weapon with both hands to increase damage.
Swim	Move, stop, and act in water of depths up to 2.

Ninja

Weapons Allowed	Knife, ninja blade, flail

Warriors of shadow, operating from the darkest corners of history with little regard for life.

Throw	Throw shuriken, bombs, and various weapons at enemies.
Vanish	Become invisible when attacked.
Reflexes	Increase evasion rate.
Dual Wield	Equip one weapon in each hand.
Waterwalking	Move, stop, and act while standing on the surface of water.

Arithmetician

Weapons Allowed	Book, pole

Strategists deeply learned in arithmetick law.

Arithmeticks	Automatically target enemies with magicks based on various algorithms.
Cup of Life	When restored HP in excess of own maximum, divide remainder among allies.
Soulbind	Deal half of received damage to enemy when attacked.
EXP Boost	Earn more EXP for every action performed.
Accrue EXP	Earn EXP simply by moving.
Accrue JP	Earn JP simply by moving.

Bard

Weapons Allowed	Instrument

Men who support and inspire their comrades with rousing song.

Bardsong	Boost allies' attributes by singing.
Magick Boost	Receive a boost to Magick when attacked.
Faith Boost	Receive a 3-point boost to Faith when attacked.
Move +3	Increase movement range by 3.
Fly	Fly over enemies and obstacles when moving.

Dancer

Weapons Allowed	Knife, cloth

Women whose enchanting dances lead to enemies' undoing.

Dance	Lower enemies' attributes by dancing.
Fury	Receive a boost to Attack when attacked.
Bravery Boost	Receive a 3-point boost to Bravery when attacked.
Jump +3	Increase maximum jumping distance by 3.
Fly	Fly over enemies and obstacles when moving.

Mime

Weapons Allowed	None

Mysterious masters of mimicry.

Mimic	Perform the same action as the last ally to take a turn.

Action Abilities

Check the in-game help (p. 4) for a detailed description of any ability.

Mettle — Squire

Focus	Boost physical attack power.
Rush	Charge and body-slam an enemy.
Stone	Throw a stone at a distant enemy.
Salve	Remove poison, silence, and blind status.

Items — Chemist

Potion	Use a potion to restore 30 HP.
Hi-Potion	Use a hi-potion to restore 70 HP.
Ether	Use an ether to restore 20 MP.
Elixir	Use an elixir to fully restore HP and MP.
Antidote	Use an antidote to remove poison status.
Maiden's Kiss	Use a maiden's kiss to remove toad status.
Remedy	Use a remedy to remove all status ailments.
Phoenix Down	Use phoenix down to remove KO status.

Arts of War — Knight

Rend Helm	Destroy a unit's helm.
Rend Armor	Destroy a unit's armor.
Rend Shield	Destroy a unit's shield.
Rend Weapon	Destroy a unit's weapon.
Rend MP	Halve a unit's MP.
Rend Speed	Reduce a unit's Speed by 2.
Rend Power	Reduce a unit's Attack by 3.
Rend Magick	Reduce a unit's Magick by 3.

Action Abilities

Archery — Archer

Aim +1	Strike with a +1 bonus to Attack.
Aim +2	Strike with a +2 bonus to Attack.
Aim +3	Strike with a +3 bonus to Attack.
Aim +4	Strike with a +4 bonus to Attack.
Aim +5	Strike with a +5 bonus to Attack.
Aim +7	Strike with a +7 bonus to Attack.
Aim +10	Strike with a +10 bonus to Attack.
Aim +20	Strike with a +20 bonus to Attack.

Martial Arts — Monk

Cyclone	Attack all enemies in adjacent tiles.
Pummel	Deal damage equal to 1 to 10 times value of Attack attribute.
Aurablast	Attack enemies through walls and other obstacles.
Shockwave	Deal earth damage to enemies in four directions.
Doom Fist	Inflict doom status on an enemy.
Purification	Remove status ailments from nearby allies.
Chakra	Restore HP and MP to nearby allies.
Revive	Remove KO status from an adjacent ally.

White Magicks — White Mage

Cure	Restore a small amount of HP.
Curaga	Restore a large amount of HP.
Raise	Remove KO status.
Arise	Remove KO status and fully restore HP.
Protect	Reduce damage received from physical attacks.
Shell	Reduce damage received from magicks.
Esuna	Remove all status ailments except for KO.
Holy	Deal holy damage.

Black Magicks — Black Mage

Fire	Deal a small amount of fire damage.
Blizzara	Deal a moderate amount of ice damage.
Thundaga	Deal a large amount of thunder damage.
Firaja	Deal a massive amount of fire damage.
Poison	Inflict poison status.
Toad	Inflict toad status.
Death	Inflict KO status.
Flare	Deal non-elemental damage.

Time Magicks — Time Mage

Haste	Boost CT gauge recharge rate by 50%.
Slow	Halve CT gauge recharge rate.
Stop	Freeze CT gauge, preventing all actions.
Immobilize	Prevent movement from current location.
Float	Float 1 tile above the ground and gain resistance to earth damage.
Quick	Set CT gauge to 100, allowing an immediate turn.
Gravity	Deal damage equal to 25% of the target's maximum HP.
Meteor	Call down a giant meteor to deal massive damage.

Summon — Summoner

Moogle	Restore HP to allies in range.
Shiva	Deal ice damage to enemies in range.
Titan	Deal earth damage to enemies in range.
Golem	Absorb a certain amount of damage that would otherwise be dealt to allies.
Bahamut	Deal non-elemental damage to enemies in range.
Leviathan	Deal water damage to enemies in range.
Sylph	Inflict silence status on enemies in range.
Lich	Deal dark damage to enemies in range.

Steal — Thief

Steal Gil	Steal gil equal to the target's level times its Speed.
Steal Heart	Charm an enemy of the opposite gender.
Steal Helm	Steal the target's helm.
Steal Armor	Steal the target's armor.
Steal Shield	Steal the target's shield.
Steal Weapon	Steal the target's weapon.
Steal Accessory	Steal the target's accessory.
Steal EXP	Steal EXP from the target.

Speechcraft — Orator

Entice	Cause an enemy unit to defect.
Stall	Reduce target's CT gauge to 0.
Praise	Increase the target's Bravery.
Intimidate	Reduce the target's Bravery.
Preach	Increase the target's Faith.
Enlighten	Reduce the target's Faith.
Beg	Obtain gil from the target.
Insult	Anger the target and inflict berserk status.

Mystic Arts — Mystic

Umbra	Inflict blind status on the target.
Empowerment	Absorb 1/3 of the target's maximum MP.
Invigoration	Absorb 1/4 of the target's maximum HP.
Quiescence	Inflict silence status on the target.
Fervor	Inflict berserk status on the target.
Trepidation	Reduce the target's Bravery.
Hesitation	Render the target unable to act.
Induration	Turn the target to stone.

Geomancy — Geomancer

Sinkhole	Damage the target and render it unable to move.
Torrent	Damage the target and inflict toad status.
Tanglevine	Damage the target and inflict stop status.
Tremor	Damage the target and inflict confuse status.
Will-o'-the-Wisp	Damage the target and inflict sleep status.
Sandstorm	Damage the target and inflict blind status.
Snowstorm	Damage the target and inflict silence status.
Magma Surge	Damage the target and inflict KO status.

Iaido — Samurai

Ashura	Damage all enemies within range.
Kotetsu	Damage all enemies within range.
Osafune	Reduce the MP of all enemies within range.
Murasame	Restore HP to all allies within range.
Kiyomori	Cast Protect and Shell on all allies within range.
Muramasa	Damage all enemies within range and inflict confuse or doom status.
Kiku-ichimonji	Damage enemies in all four directions.
Chirijiraden	Greatly damage all enemies within range.

Throw — Ninja

Shuriken	Throw shuriken at enemies to deal damage.
Bomb	Throw bombs at enemies to deal damage.
Knife	Throw knives at enemies to deal damage.
Sword	Throw swords at enemies to deal damage.
Katana	Throw katana at enemies to deal damage.
Polearm	Throw polearms at enemies to deal damage.
Axe	Throw axes at enemies to deal damage.
Book	Throw books at enemies to deal damage.

Arithmeticks — Arithmetician

CT	Use CT as a base for arithmetick calculations.
Level	Use level as a base for arithmetick calculations.
EXP	Use EXP as a base for arithmetick calculations.
Height	Use tile height as a base for arithmetick calculations.
Prime	Target values that are prime numbers.
Multiple of 3	Target values that are multiples of 3.
Multiple of 4	Target values that are multiples of 4.
Multiple of 5	Target values that are multiples of 5.

Jump — Dragoon

Horizontal Jump 2	Jump up to 2 tiles horizontally.
Horizontal Jump 4	Jump up to 4 tiles horizontally.
Horizontal Jump 5	Jump up to 5 tiles horizontally.
Horizontal Jump 8	Jump up to 8 tiles horizontally.
Vertical Jump 3	Jump up to 3 tiles vertically.
Vertical Jump 5	Jump up to 5 tiles vertically.
Vertical Jump 7	Jump up to 7 tiles vertically.
Vertical Jump 8	Jump up to 8 tiles vertically.

Bardsong — Bard

Seraph Song	Restore MP to all allies.
Life's Anthem	Restore HP to all allies.
Rousing Melody	Boost all allies' Speed.
Battle Chant	Boost all allies' Attack.
Magickal Refrain	Boost all allies' Magick.
Nameless Song	Grant various boons to all allies.
Finale	Set all allies' CT gauges to 100.

Dance — Dancer

Witch Hunt	Deal MP damage to all enemies.
Mincing Minuet	Deal HP damage to all enemies.
Slow Dance	Reduce all enemies' Speed.
Polka	Reduce all enemies' Attack.
Heathen Frolic	Reduce all enemies' Magick.
Forbidden Dance	Inflict various status ailments on enemies.
Last Waltz	Set all enemies' CT gauges to 0.

Using Arithmeticks

Any magicks a unit has learned that list "Arithmeticks" in their in-game help text descriptions (p. 4) can be cast by means of the Arithmeticks command. Magicks cast in this way consume no MP and take effect immediately. The units affected by the spell are determined by the base value and arithmetick calculation selected.

[1] Select a base value: CT, Level, EXP, or Height.
[2] Select an arithmetick calculation: Prime, or Multiple of 3, 4, or 5.
[3] Select magick to cast.

Example:
Selecting "Level," "Multiple of 5," and "Fire" will result in all units whose level is a multiple of 5 being struck by the black magick Fire.

New jobs and abilities await as well!

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